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1 [Associating video with related documents](#)

Reiko Hamada, Ichiro Ide, Shuichi Sakai, Hidehiko Tanaka

October 1999 **Proceedings of the seventh ACM international conference on Multimedia (Part 2)**

Full text available:  [pdf\(647.34 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)



2 [An integrated system for creating and presenting complex computer-based documents](#)

Steven Feiner, Sandor Nagy, Andries Van Dam

August 1981 **ACM SIGGRAPH Computer Graphics , Proceedings of the 8th annual conference on Computer graphics and interactive techniques**, Volume 15 Issue 3

Full text available:  [pdf\(1.23 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)



An experimental system is described for the design, development, and presentation of computer-based documents that combine pictures and text on a high-resolution raster color display. Such documents can be used, for example, for maintenance and repair tasks or computer-aided instruction. Documents are directed graphs whose nodes we refer to as pages, in analogy to the pages of a paper book. A page includes a set of simultaneously displayed pictur ...

Keywords: Computer aided instruction, Computer graphics, Interactive graphics, Maintenance and repair, Raster graphics

3 [Programming pearls: Document design](#)

Jon Bentley

September 1986 **Communications of the ACM**, Volume 29 Issue 9

Full text available:  [pdf\(802.98 KB\)](#) Additional Information: [full citation](#), [index terms](#)



4 [Open season](#)

Dennis Fowler

June 2000 **netWorker**, Volume 4 Issue 2



Full text available: [pdf\(1.13 MB\)](#) [html\(25.83 KB\)](#) Additional Information: [full citation](#), [index terms](#)

5 [A Web-based approach to interactive visualization in context](#)

Audris Mockus, Stacie Hibino, Todd Graves

May 2000 **Proceedings of the working conference on Advanced visual interfaces**

Full text available: [pdf\(905.89 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper proposes a framework for easily integrating and controlling information visualization (infoVis) components within web pages to create powerful interactive "live" documents, or LiveDocs. The framework includes a set of infoVis components which can be placed and linked within a standard HTML document, initialized to focus on key analysis results, and directly manipulated by readers to explore and analyze data further. In addition, authors can script the manipulation of ...

Keywords: authoring visualization web pages, live documents, web-based information visualization

6 [Documentation — the good, the bad and the ugly](#)

John Minor Ross

October 1988 **Proceedings of the 6th annual international conference on Systems documentation**

Full text available: [pdf\(436.53 KB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)

7 [Bits, atoms, and the technical writer: the rhetoric of STOP](#)

Edmond H. Weiss

August 1999 **ACM SIGDOC Asterisk Journal of Computer Documentation**, Volume 23 Issue 3

Full text available: [pdf\(603.48 KB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

The STOP system required designers and writers to take responsibility for the actual, physical book to be received by the reader, rather than merely the "content" of the book. It was based on a rhetoric in which the creators of a book had to make it readable and accessible, to make the logical and physical book isomorphic. In modern parlance, STOP authors were responsible for **both** bits and atoms and would not think of them independently. In the 1990s, however, such notions are, apparently ...

8 [Insight through innovation: a dynamic approach to demand based toll plaza lane staffing](#)

John Danko, Victor Gulewicz

December 1994 **Proceedings of the 26th conference on Winter simulation**

Full text available: [pdf\(716.10 KB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)

Keywords: modeling methodology, toll collector scheduling, toll plaza simulation

9 [Documentation: Writing about C++](#)

Mark Ryan

October 1993 **Proceedings of the 1993 conference of the Centre for Advanced Studies**

on Collaborative research: distributed computing - Volume 2Full text available:  [pdf\(710.63 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

Since its beginnings ten years ago, C++ has grown from a specialty language used by a handful of researchers to a major development language. Today, C++ documentation has to describe a large, complex language to a varied audience. This paper describes some of the problems that face writers of C++ documentation.

10 Semantic extensions of XML for advanced applications 

Kazumasa Yokota, Takeo Kunishima, Bojiang Liu

January 2001 **Australian Computer Science Communications , Proceedings of the workshop on Information technology for virtual enterprises ITVE '01 , Proceedings of the workshop on Information technology for virtual enterprises ITVE '01**, Volume 23 Issue 6

Full text available:  [pdf\(830.05 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)
 [Publisher Site](#)

XML is a *de facto* standard for structuring documents and their exchange in electronic forms. However it has many restrictions to represent various information from viewpoints of data-centered applications. Set and tuple constructors are useful for defining data structure, and identities and user views are indispensable for sharing common data, while XML, even with XML Schema[16], does not support such features. In this paper, we propose an approach to semantic extensions of XML by introduc ...

11 What if there were desktop access to the computer science literature? 

Dennis J. Bruen, Baziley T. Cross, Edward A. Fox, Lenwood S. Heath, Deborah Hix, Lucy T. Nowell, William C. Wake

March 1993 **Proceedings of the 1993 ACM conference on Computer science**Full text available:  [pdf\(1.18 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

What if there were an electronic computer science library? Consider the possibilities of having your favorite publications available within finger's reach. Consider Project Envision, an ongoing effort to build a user-centered database from the computer science literature. This paper describes the project's first year progress, stressing the underlying motivation, user-centered development, and the overall design.

12 Toward active, extensible, networked documents: multivalent architecture and applications 

Thomas A. Phelps, Robert Wilensky

April 1996 **Proceedings of the first ACM international conference on Digital libraries**Full text available:  [pdf\(1.12 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)**13 Evolving task oriented systems** 

Paul Seaton, Tom Stewart

June 1992 **Proceedings of the SIGCHI conference on Human factors in computing systems**Full text available:  [pdf\(673.00 KB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

This paper describes an approach to developing systems which can be summarised as 'analyse top-down, design middle-out, and build bottom-up'. A case study is described in which this approach is used to develop a system to support staff who select new products for a major UK company. The novelty of the approach lies in its use of task analysis to define an appropriate domain for the system and then the use of a working prototype to

grow a system from the bottom up. The project in ...

Keywords: bottom-up methods, design methods, evolutionary design, graphical interfaces, prototyping, task analysis, user involvement

14 An on-line help facility for APL2

J. Sullivan

July 1989 **ACM SIGAPL APL Quote Quad , Conference proceedings on APL as a tool of thought**, Volume 19 Issue 4

Full text available:  [pdf\(663.81 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Online documentation is defined as "Communication designed to be presented on VDT screens on order to ease interactions between computer software and the individuals who manage, audit, operate or maintain it" [BRO1]. "It allows people to instantly go to the screen without stopping what they were doing to go to a manual. It better serves the needs of users" [MOR1]. This paper sets out a way of interfacing on-line documentation with APL2 programs. It uses GDDM as the full-screen manager, and the te ...

15 Building a help desk from scratch, with no staff, no equipment and no money: molding novice student consultants into seasoned help desk operators

Carol L. Smith

September 1996 **Proceedings of the 24th annual ACM SIGUCCS conference on User services**

Full text available:  [pdf\(437.94 KB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)

16 An object state test model: object state diagram

Jerry Zeyu Gao, David Kung, Pei Hsia

November 1995 **Proceedings of the 1995 conference of the Centre for Advanced Studies on Collaborative research**

Full text available:  [pdf\(257.14 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Since class objects are the major components in object-oriented (oo) programs during run-time, specifying and testing the behavior of these objects become important tasks in testing of object-oriented programs to complement other types of testing, such as structure-testing and functional testing. To check the behavior of objects in oo programs, an object state model is needed to represent the dynamic behavior of a complex object. This paper proposes a specification-based test model, called ob ...

Keywords: *object state diagram, object-state testing, test model*

17 An information retrieval language for legal studies

William B. Kehl, John F. Harty, Charles R. T. Bacon, David S. Mitchell

September 1961 **Communications of the ACM**, Volume 4 Issue 9

Full text available:  [pdf\(1.41 MB\)](#) Additional Information: [full citation](#), [citations](#), [index terms](#)

18 Ensuring success with usability engineering

Arlene F. Aucella

May 1997 **interactions**, Volume 4 Issue 3

Full text available:  [pdf\(794.03 KB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#), [review](#)

19 [Daylight visual effects: an interactive multimedia courseware prototype for beginning design students](#) 

Tsai-Sun Lee, Mary Hardin

August 1996 **ACM SIGGRAPH Computer Graphics**, Volume 30 Issue 3

Full text available:  [pdf\(740.25 KB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)

Beginning design students often find that it is difficult to master the varied and complex issues of architectural daylighting within a short timescale. Daylight is very dynamic and difficult to capture, and students struggle to document and understand daylighting phenomena through the traditional approaches of physical modeling, graphic techniques and computations. However, computer graphics and multimedia technologies are becoming widely used in educational applications and can facilitate non- ...

20 [Book Review: The Linux System Administration Handbook](#) 

David A. Bandel

December 1998 **Linux Journal**

Full text available:  [html\(8.79 KB\)](#) Additional Information: [full citation](#), [index terms](#)

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